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Setting the Stage: The Making of a Practicum

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Setting the Stage: A Practicum in the Making

A positive outcome of a Practicum weighs a great deal on observing the present technology level, the needs of those involved, and accommodating their level and needs. Meeting the technology desires of the learners should be a transition that promotes motivation, and is conductive to learning; as well as ensuring the learners become the best 21st Century Skilled Learners mirroring productive educators and students.

Reflection on Present Skills

Beginning the Master program as a technology teacher, I had many technology skills such as multi-media, Web-2 Communication e.g. blogs, and videos which helped with the success of the courses. However, as time progressed throughout the course of study, many technology skills were introduced and learned which included: Creating interactive multi-media projects e.g. as digital stories and tutorials, online lessons and activities using a wiki, collaborating using email and chat, screencast, podcasting, creating online storage e.g. a drop box, and e-portfolios. Applying the learned technology made it possible to integrate technology in an array of student-centered instructional strategies, meeting the diverse needs of the learners, within the compliances with International Society for Technology in Education (ISTE) standards: problem solving, critical thinking, creative and innovation. Moreover, learning the design and instructional principles, technology-based assessments e.g. handheld clickers, online testing, and rubrics has created elements to increase students’ motivation and self-learning.

On Campus Outlook

After conducting interviews and group discussions with the Technology-Network Specialist and the school Librarian/Media Liaison, the common thread was the need to learn how to use the available technology on campus---iPods. Having sixty iPods on campus became the focus point for everyone involve in creating an on-site Technology Practicum. One important concern was creating ways to utilize the iPods to promote and produce student learning outcome and teacher instructional strategies. Moreover, an additional concern is providing teachers and staff with resources to increase the use of iPods creating an environment necessary to be productive 21st Century Skilled Learners.

Areas of Interest

With prior technology knowledge and learned technology skills through the course of study, are elements that assist with a successful outcome to *A Practicum in the Making* based on the campus needs. As a part of a practicum, creating podcast-using iPods is a technology facet that will be implemented into the technology classroom. In addition, with creating podcasting, the following Apps and resources will be accessible to exploit and learn how to produce a podcast: Videos and tutorials on how to use IMovie, GarageBand, and Audacity. Moreover, additional tutorials and videos will be obtainable demonstrating a basic overview of iPod and ways to integrate it in the classroom. Furthermore, one on one hand on support will be provided to meet the individual needs of the teachers on using iPods ensuring the success of *A Practicum in the Making*.

Standards

The standards for the technology implementation for the proposed Practicum are incompliance with the standards created by the International Society for Technology in Education (ISTE). The projected technologies will strengthen the educational environment, which motivates both teacher and student producing a high outcome of 21st Century Learners and teacher instructional strategies.

The following standards are a part of *A Practicum in the Making*:

**NETS.S**

1. Creativity and Innovation

a. Apply existing knowledge to generate new ideas, products, or processes

4. Critical Thinking, Problem Solving, and Decision Making

b. Plan and manage activities to develop a solution or complete a project

**NETS.T**

1. Facilitate and Inspire Student Learning and Creativity

b. Engage students in exploring real-world issues and solving authentic problems using

digital tools and resources

2. Design and Develop Digital Age Learning Experiences and Assessments

a. Design or adapt relevant learning experiences that incorporate digital tools and resources

to promote student learning and creativity

Moving Through the Practicum

With the support of the Technology Network Specialist and the Librarian/Media Liaison, *A Making of a Practicum* will become a reality. The success of the Practicum and implementing technology, will give the school an opportunity to meeting their technology target goal. Moreover, meeting the goal of the Practicum will give the staff and teacher an outlet to obtain technology resources and support giving them the opportunity to enhance instructional strategies, motivate students, and increase learning. Furthermore, the technology classroom will have another technology gadget-iPods to intrigue their creativity and thinking skills.

References

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